



F I G. 1

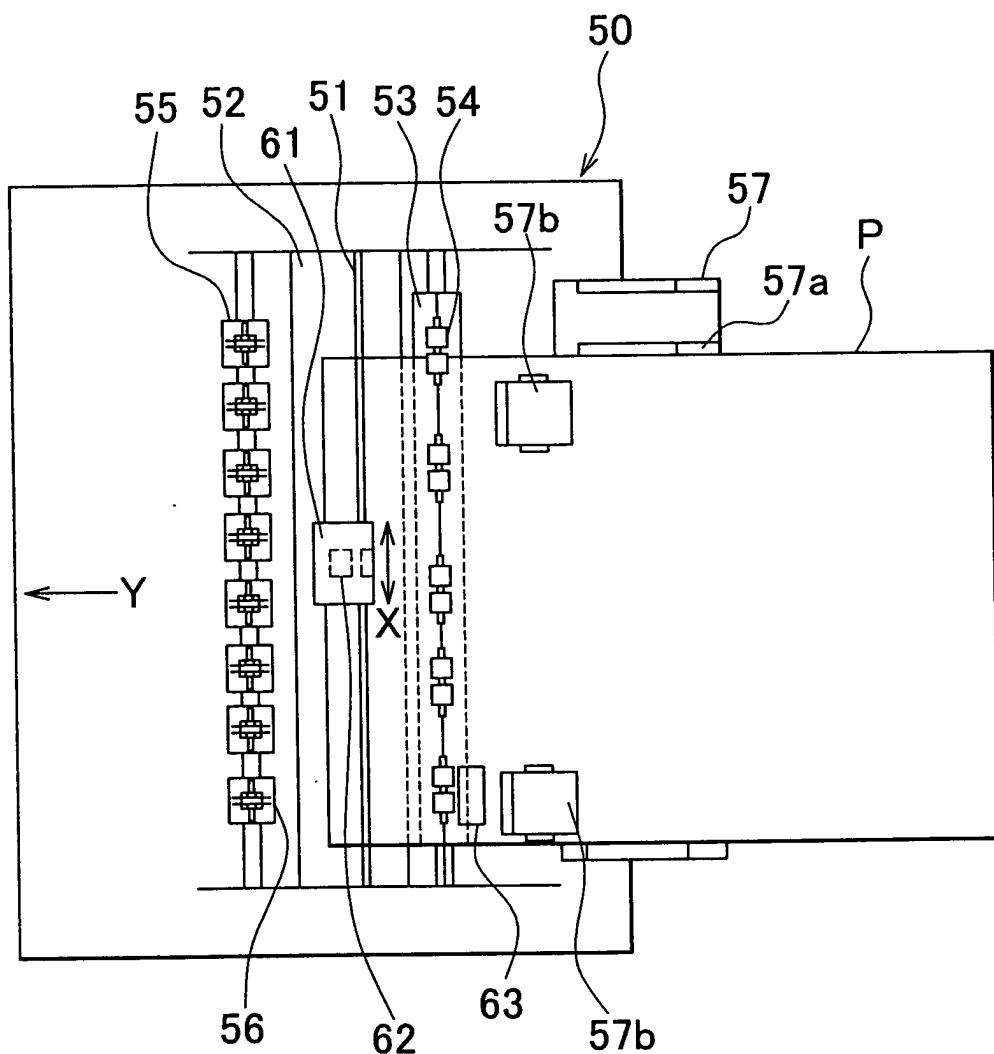
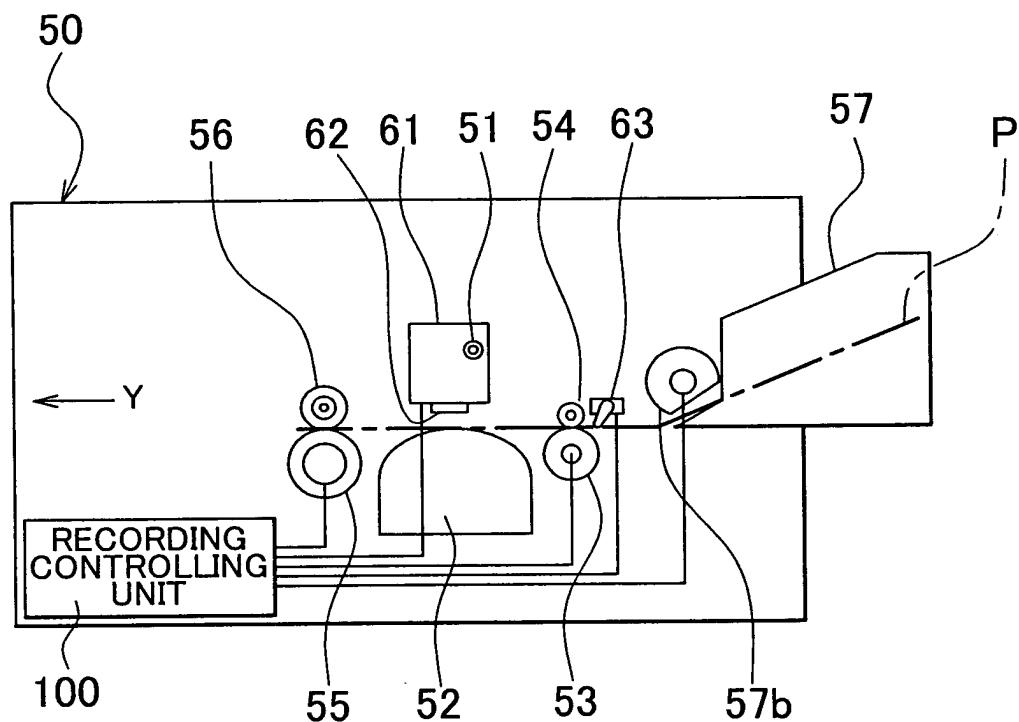




FIG. 2





F I G. 3

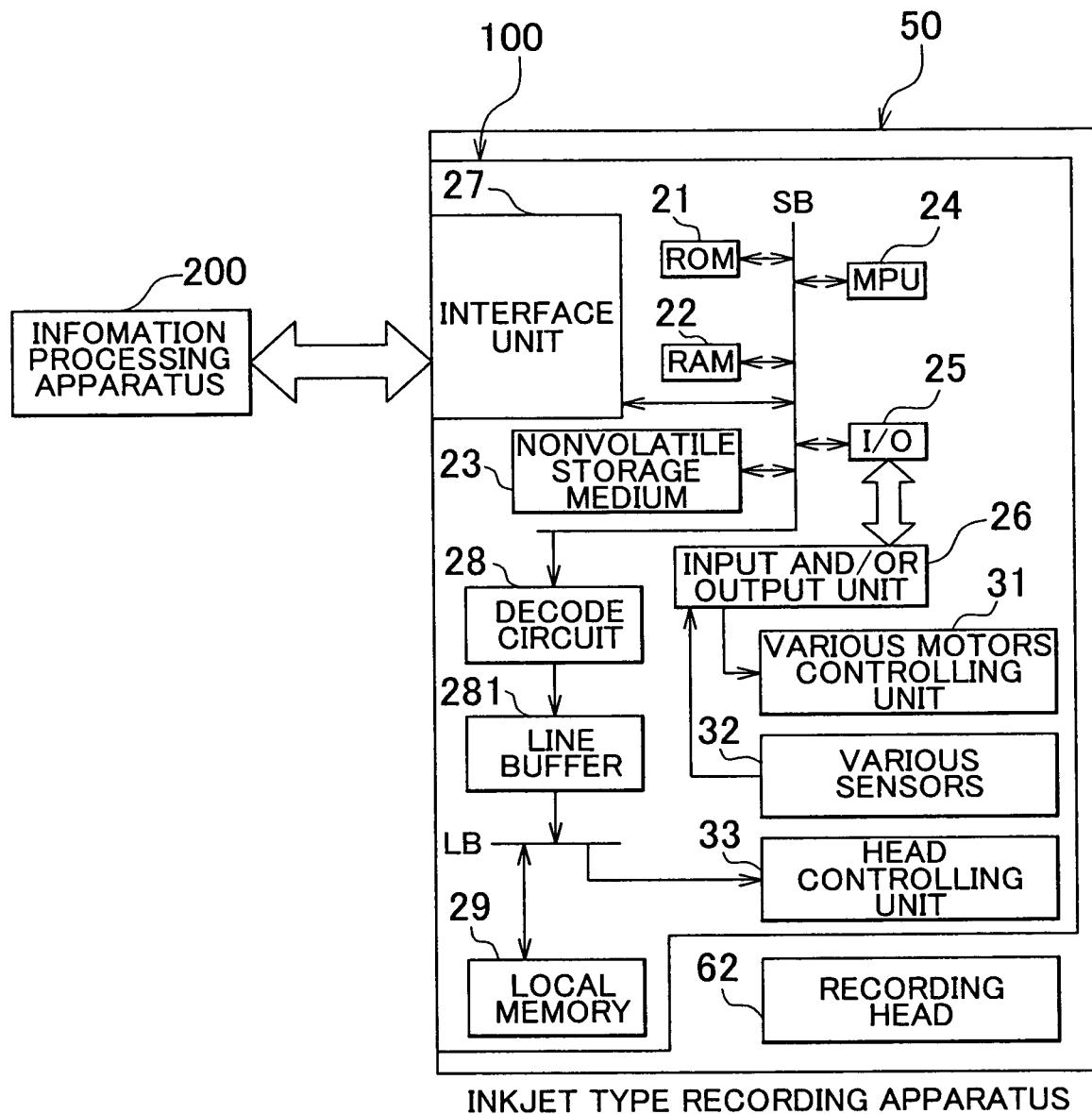
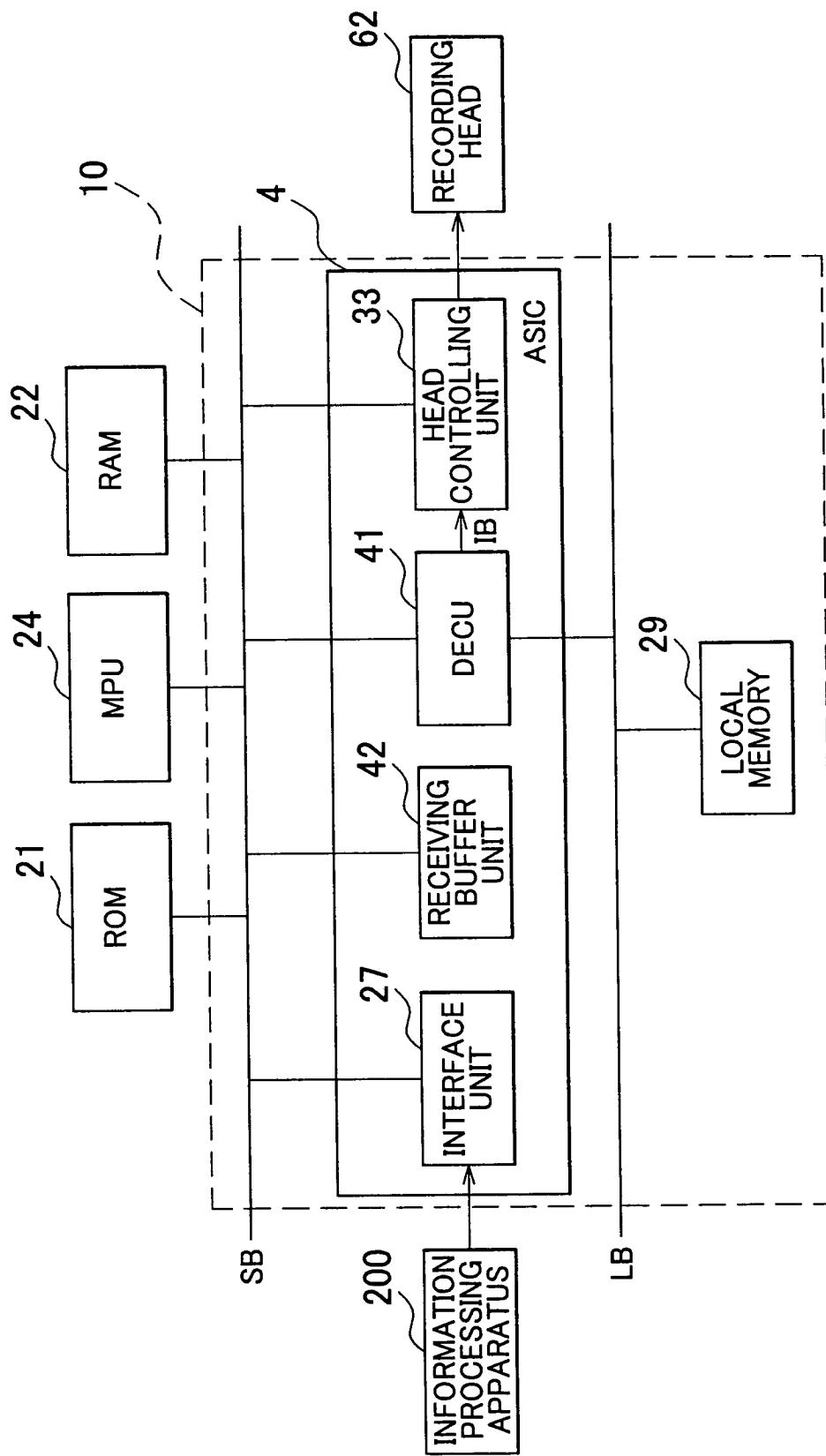




FIG. 4





5
G.
I
F

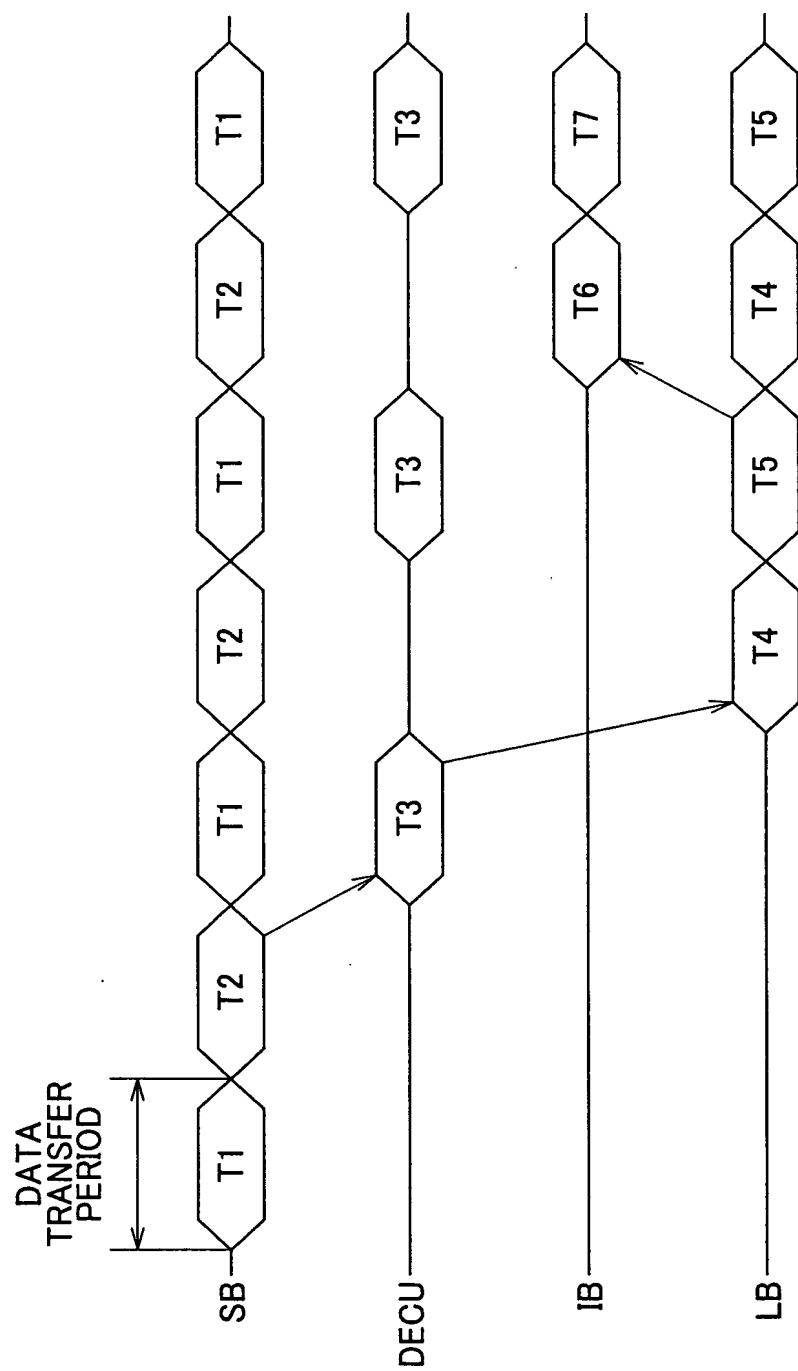




FIG. 6

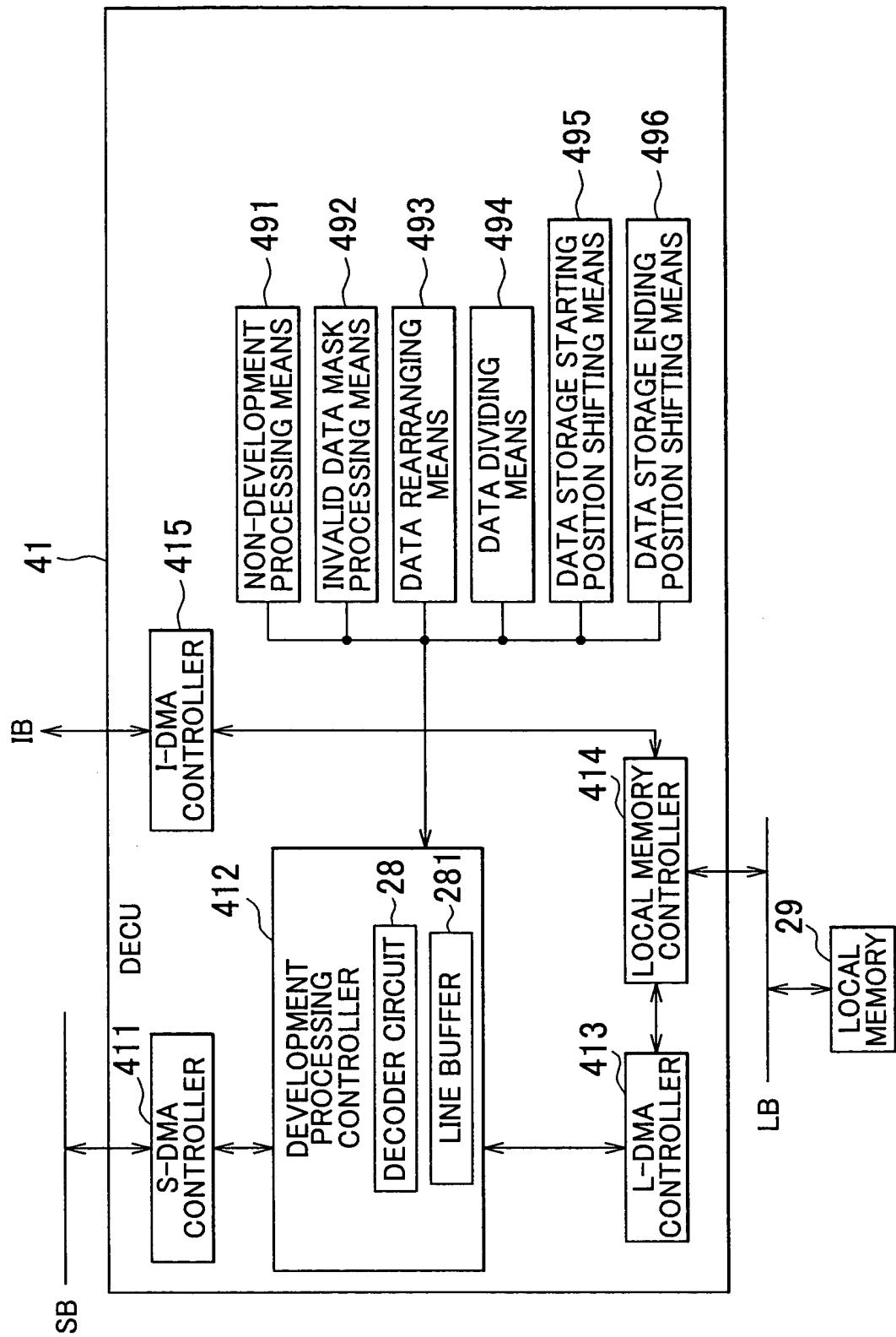




FIG. 7

OPERATION CONDITION

MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER : 16 BYTES

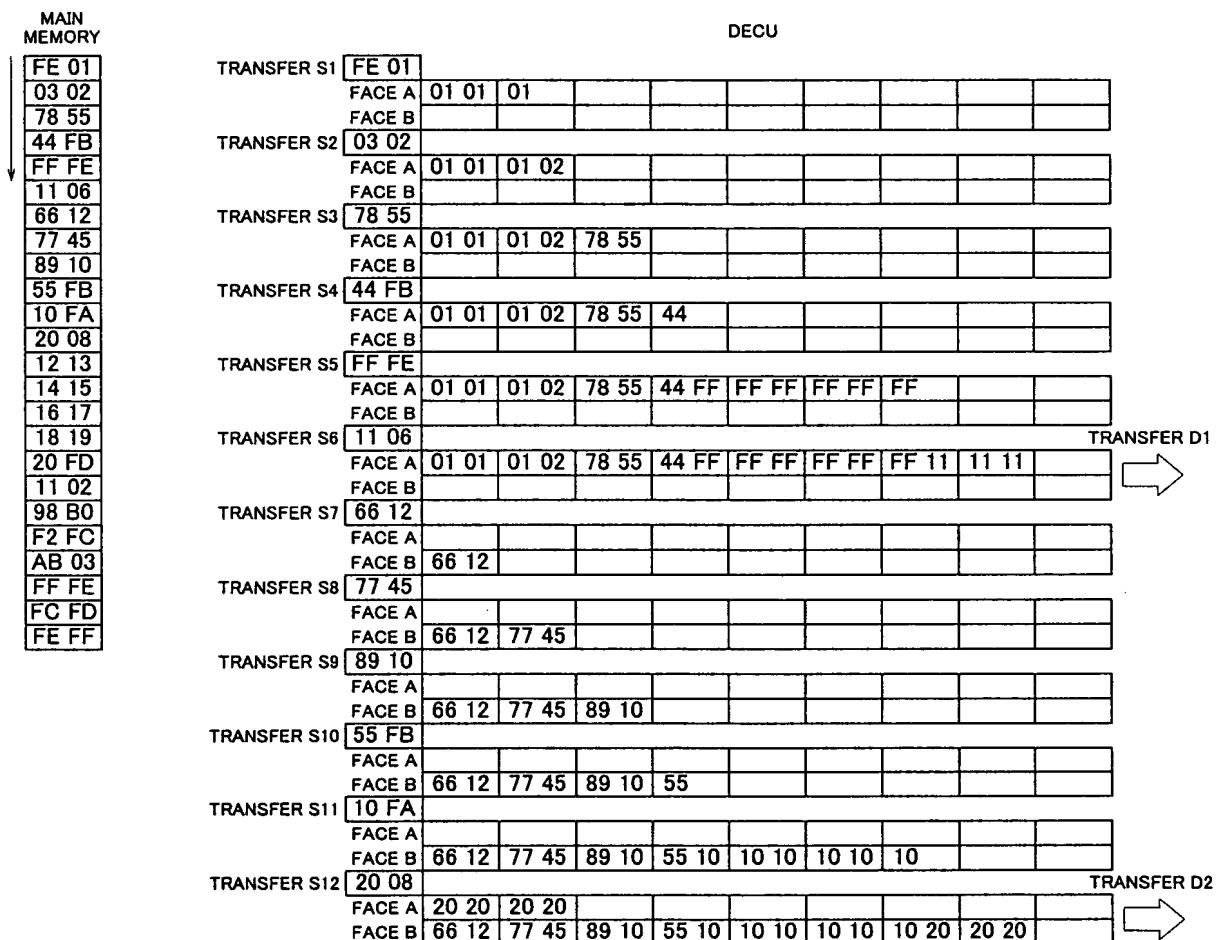




FIG. 8

DEGLI

1

1

TRANSFER S13	12 13											
	FACE A	20 20	20 20	12 13								
	FACE B											
TRANSFER S14	14 15											
	FACE A	20 20	20 20	12 13	14 15							
	FACE B											
TRANSFER S15	16 17											
	FACE A	20 20	20 20	12 13	14 15	16 17						
	FACE B											
TRANSFER S16	18 19											
	FACE A	20 20	20 20	12 13	14 15	16 17	18 19					
	FACE B											
TRANSFER S17	20 FD											
	FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20				
	FACE B											
TRANSFER S18	11 02											TRANSFER D3
	FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20 11	11 11			
	FACE B											
TRANSFER S19	98 B0											
	FACE A											
	FACE B	11 98	B0									
TRANSFER S20	F2 FC											
	FACE A											
	FACE B	11 98	B0 F2									
TRANSFER S21	AB 03											
	FACE A											
	FACE B	11 98	B0 F2	AB AB	AB AB	AB						
TRANSFER S22	FF FE											
	FACE A											
	FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE					
TRANSFER S23	FC FD											
	FACE A											
	FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE FC	FD				
TRANSFER S24	FE FF											TRANSFER D4
	FACE A											
	FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE FC	FD FF	FF FF			



SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16×4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 9A

LOCAL MEMORY

D1⇒	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9B

D2⇒	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9C

D3⇒	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
	00 00	00 00	00 00	00 00
	00 00	00 00	00 00	00 00

FIG. 9D

D4⇒	01 01	01 02	78 55	44 FF
	FF FF	FF FF	FF 11	11 11
	66 12	77 45	89 10	55 10
	10 10	10 10	10 20	20 20
	20 20	20 20	12 13	14 15
	16 17	18 19	20 11	11 11
	11 98	B0 F2	AB AB	AB AB
	AB FF	FE FC	FD FF	FF FF



SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)

NUMBER OF BYTES IN 1 LINE : 16 BYTES

NUMBER OF DEVELOPED LINES : 4 LINES

LOCAL MEMORY

D1 ↓

01 01	00 00	00 00	00 00	...	00 00
01 02	00 00	00 00	00 00	...	00 00
78 55	00 00	00 00	00 00	...	00 00
44 FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF 11	00 00	00 00	00 00	...	00 00
11 11	00 00	00 00	00 00	...	00 00

D2 ↓

01 01	66 12	00 00	00 00	...	00 00
01 02	77 45	00 00	00 00	...	00 00
78 55	89 10	00 00	00 00	...	00 00
44 FF	55 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF 11	10 20	00 00	00 00	...	00 00
11 11	20 20	00 00	00 00	...	00 00

D3 ↓

01 01	66 12	20 20	00 00	...	00 00
01 02	77 45	20 20	00 00	...	00 00
78 55	89 10	12 13	00 00	...	00 00
44 FF	55 10	14 15	00 00	...	00 00
FF FF	10 10	16 17	00 00	...	00 00
FF FF	10 10	18 19	00 00	...	00 00
FF 11	10 20	20 11	00 00	...	00 00
11 11	20 20	11 11	00 00	...	00 00

D4 ↓

01 01	66 12	20 20	11 98	...	00 00
01 02	77 45	20 20	B0 F2	...	00 00
78 55	89 10	12 13	AB AB	...	00 00
44 FF	55 10	14 15	AB AB	...	00 00
FF FF	10 10	16 17	AB FF	...	00 00
FF FF	10 10	18 19	FE FC	...	00 00
FF 11	10 20	20 11	FD FF	...	00 00
11 11	20 20	11 11	FF FF	...	00 00

F I G. 10C

F I G. 10D

F I G. 10A

F I G. 10B

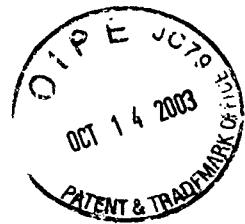


FIG. 11

OPERATION CONDITION
MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

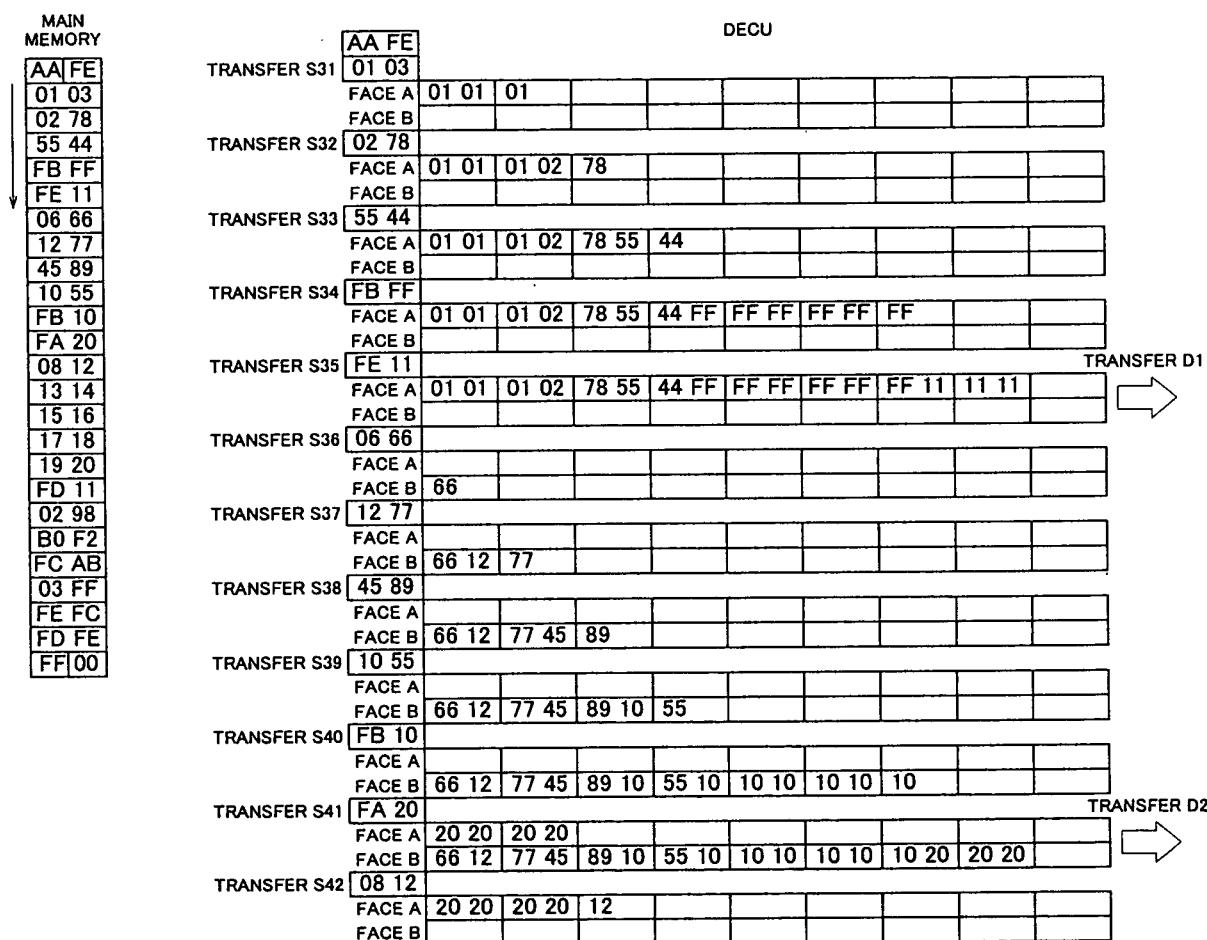




FIG. 12

DECU

⋮

TRANSFER S43	13 14	20 20	20 20	12 13	14						
	FACE A										
	FACE B										
TRANSFER S44	15 16	20 20	20 20	12 13	14 15	16					
	FACE A										
	FACE B										
TRANSFER S45	17 18	20 20	20 20	12 13	14 15	16 17	18				
	FACE A										
	FACE B										
TRANSFER S46	19 20	20 20	20 20	12 13	14 15	16 17	18 19	20			
	FACE A										
	FACE B										
TRANSFER S47	FD 11	20 20	20 20	12 13	14 15	16 17	18 19	20 11	11 11		
	FACE A										
	FACE B	11									
TRANSFER S48	02 98										
	FACE A										
	FACE B	11 98									
TRANSFER S49	B0 F2										
	FACE A										
	FACE B	11 98	B0 F2								
TRANSFER S50	FC AB										
	FACE A										
	FACE B	11 98	B0 F2	AB AB	AB AB	AB					
TRANSFER S51	03 FF										
	FACE A										
	FACE B	11 98	B0 F2	AB AB	AB AB	AB	AB FF				
TRANSFER S52	FE FC										
	FACE A										
	FACE B	11 98	B0 F2	AB AB	AB AB	AB	AB FF	FE FC			
TRANSFER S53	FD FE										
	FACE A										
	FACE B	11 98	B0 F2	AB AB	AB AB	AB	AB FF	FE FC	FD		
TRANSFER S54	FF 00										
	FACE A										
	FACE B	11 98	B0 F2	AB AB	AB AB	AB	AB FF	FE FC	FD FF	FF FF	

TRANSFER D3



TRANSFER D4





FIG. 13

OPERATION CONDITION
 MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER : 15 BYTES

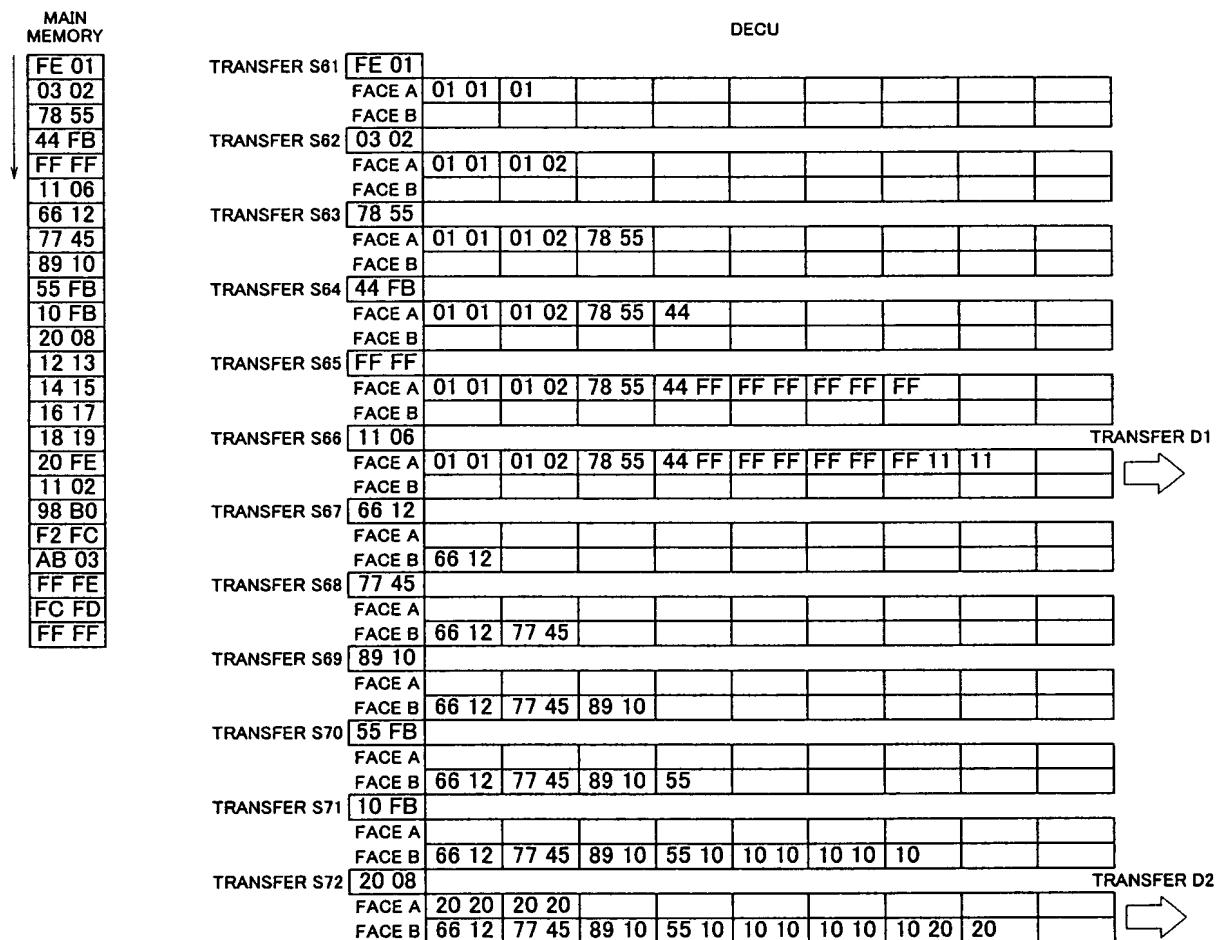




FIG. 14

DEGLI

1

1

TRANSFER S73	12 13	FACE A	20 20	20 20	12 13					
		FACE B								
TRANSFER S74	14 15	FACE A	20 20	20 20	12 13	14 15				
		FACE B								
TRANSFER S75	16 17	FACE A	20 20	20 20	12 13	14 15	16 17			
		FACE B								
TRANSFER S76	18 19	FACE A	20 20	20 20	12 13	14 15	16 17	18 19		
		FACE B								
TRANSFER S77	20 FE	FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20	
		FACE B								
TRANSFER S78	11 02	FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20 11	11
		FACE B	11							
TRANSFER S79	98 B0	FACE A								
		FACE B	11 98	B0						
TRANSFER S80	F2 FC	FACE A								
		FACE B	11 98	B0 F2						
TRANSFER S81	AB 03	FACE A								
		FACE B	11 98	B0 F2	AB AB	AB AB	AB			
TRANSFER S82	FF FE	FACE A								
		FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE		
TRANSFER S83	FC FD	FACE A								
		FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE FC	FD	
TRANSFER S84	FF FF	FACE A								
		FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE FC	FD FF	FF

TRANSFER D3



TRANSFER D4



OCT 14 2003
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SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15×4)

NUMBER OF BYTES IN 1 LINE : 15 BYTES

NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 15A

LOCAL MEMORY

D1 ↓	01 01	00 00	00 00	00 00	...	00 00
	01 02	00 00	00 00	00 00	...	00 00
	78 55	00 00	00 00	00 00	...	00 00
	44 FF	00 00	00 00	00 00	...	00 00
	FF FF	00 00	00 00	00 00	...	00 00
	FF FF	00 00	00 00	00 00	...	00 00
	FF 11	00 00	00 00	00 00	...	00 00
	11 00	00 00	00 00	00 00	...	00 00

FIG. 15B

D2 ↓

01 01	66 12	00 00	00 00	...	00 00
01 02	77 45	00 00	00 00	...	00 00
78 55	89 10	00 00	00 00	...	00 00
44 FF	55 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF 11	10 20	00 00	00 00	...	00 00
11 00	20 00	00 00	00 00	...	00 00

FIG. 15C

D3 ↓

01 01	66 12	20 20	00 00	...	00 00
01 02	77 45	20 20	00 00	...	00 00
78 55	89 10	12 13	00 00	...	00 00
44 FF	55 10	14 15	00 00	...	00 00
FF FF	10 10	16 17	00 00	...	00 00
FF FF	10 10	18 19	00 00	...	00 00
FF 11	10 20	20 11	00 00	...	00 00
11 00	20 00	11 00	00 00	...	00 00

FIG. 15D

D4 ↓

01 01	66 12	20 20	11 98	...	00 00
01 02	77 45	20 20	B0 F2	...	00 00
78 55	89 10	12 13	AB AB	...	00 00
44 FF	55 10	14 15	AB AB	...	00 00
FF FF	10 10	16 17	AB FF	...	00 00
FF FF	10 10	18 19	FE FC	...	00 00
FF 11	10 20	20 11	FD FF	...	00 00
11 00	20 00	11 00	FF 00	...	00 00



SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 16A

LOCAL MEMORY							
D1 =>	01 01	01 02	78 55	44 FF			
	FF FF	FF FF	FF 11	11 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			

FIG. 16B

D2 =>	01 01	01 02	78 55	44 FF			
	FF FF	FF FF	FF 11	11 00			
	66 12	77 45	89 10	55 10			
	10 10	10 10	10 20	20 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			

FIG. 16C

D3 =>	01 01	01 02	78 55	44 FF			
	FF FF	FF FF	FF 11	11 00			
	66 12	77 45	89 10	55 10			
	10 10	10 10	10 20	20 00			
	20 20	20 20	12 13	14 15			
	16 17	18 19	20 11	11 00			
	00 00	00 00	00 00	00 00			
	00 00	00 00	00 00	00 00			

FIG. 16D

D4 =>	01 01	01 02	78 55	44 FF			
	FF FF	FF FF	FF 11	11 00			
	66 12	77 45	89 10	55 10			
	10 10	10 10	10 20	20 00			
	20 20	20 20	12 13	14 15			
	16 17	18 19	20 11	11 00			
	11 98	B0 F2	AB AB	AB AB			
	AB FF	FE FC	FD FF	FF 00			



FIG. 17

OPERATION CONDITION
 MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER : 15 BYTES

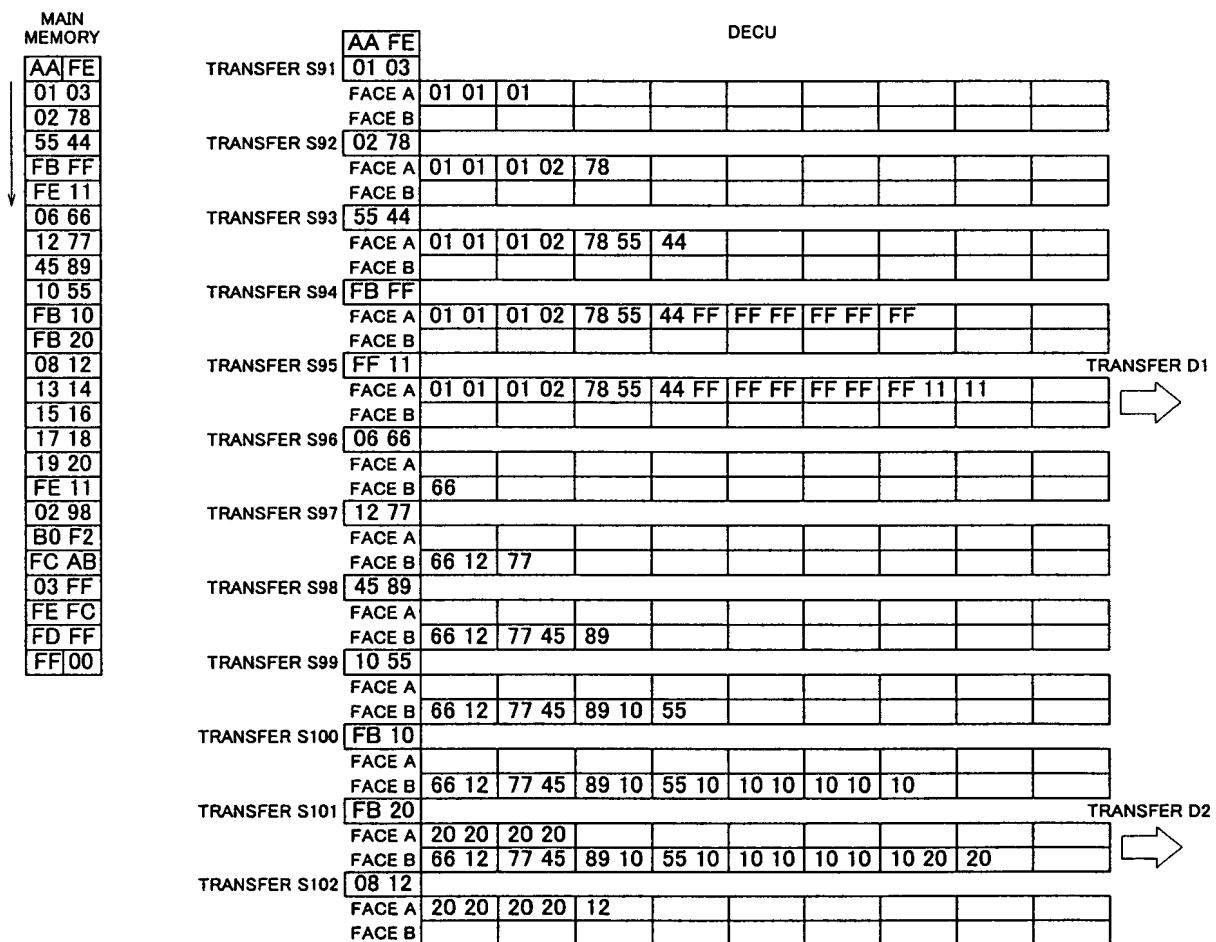




FIG. 18

DECU

⋮

TRANSFER S103	13 14	FACE A	20 20	20 20	12 13	14						
		FACE B										
TRANSFER S104	15 16	FACE A	20 20	20 20	12 13	14 15	16					
		FACE B										
TRANSFER S105	17 18	FACE A	20 20	20 20	12 13	14 15	16 17	18				
		FACE B										
TRANSFER S106	19 20	FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20			
		FACE B										
TRANSFER S107	FE 11	FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20 11	11		
		FACE B	11									
TRANSFER S108	02 98	FACE A										
		FACE B	11 98									
TRANSFER S109	B0 F2	FACE A										
		FACE B	11 98	B0 F2								
TRANSFER S110	FC AB	FACE A										
		FACE B	11 98	B0 F2	AB AB	AB AB	AB AB					
TRANSFER S111	03 FF	FACE A										
		FACE B	11 98	B0 F2	AB AB	AB AB	AB AB	AB FF				
TRANSFER S112	FE FC	FACE A										
		FACE B	11 98	B0 F2	AB AB	AB AB	AB AB	AB FF	FE FC			
TRANSFER S113	FD FF	FACE A										
		FACE B	11 98	B0 F2	AB AB	AB AB	AB AB	AB FF	FE FC	FD		
TRANSFER S114	FF 00	FACE A										
		FACE B	11 98	B0 F2	AB AB	AB AB	AB AB	AB FF	FE FC	FD FF	FF	

TRANSFER D3



TRANSFER D4





FIG. 19

OPERATION CONDITION
 MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER : 16 BYTES

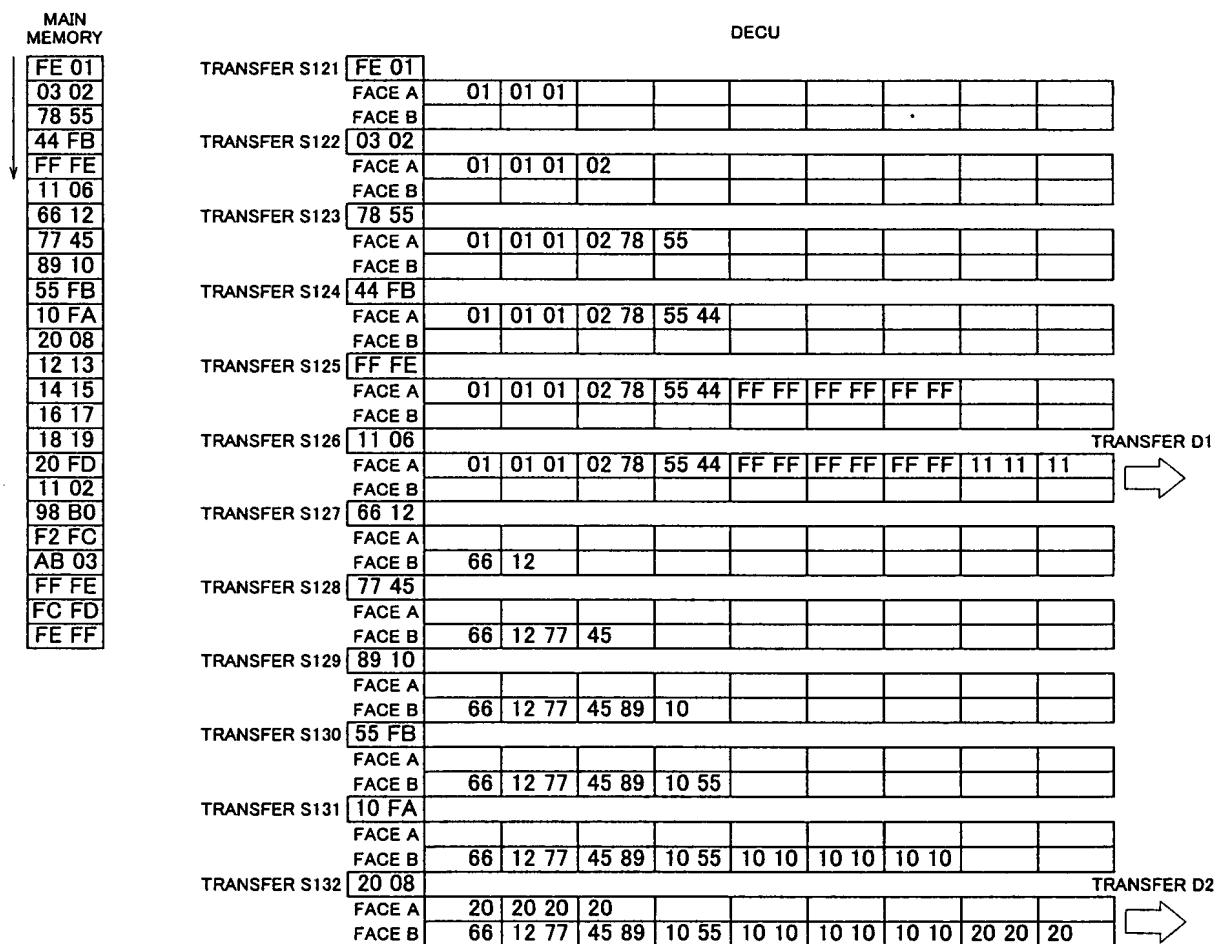




FIG. 20

	DECU									
	.									
TRANSFER S133	12 13	FACE A	20	20 20	20 12	13				
		FACE B								
TRANSFER S134	14 15	FACE A	20	20 20	20 12	13 14	15			
		FACE B								
TRANSFER S135	16 17	FACE A	20	20 20	20 12	13 14	15 16	17		
		FACE B								
TRANSFER S136	18 19	FACE A	20	20 20	20 12	13 14	15 16	17 18	19	
		FACE B								
TRANSFER S137	20 FD	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20	
		FACE B								
TRANSFER S138	11 02	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20	11 11 11
		FACE B	11							
TRANSFER S139	98 B0	FACE A								
		FACE B	11	98 B0						
TRANSFER S140	F2 FC	FACE A								
		FACE B	11	98 B0	F2					
TRANSFER S141	AB 03	FACE A								
		FACE B	11	98 B0	F2 AB	AB AB	AB AB			
TRANSFER S142	FF FE	FACE A								
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE		
TRANSFER S143	FC FD	FACE A								
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD	
TRANSFER S144	FE FF	FACE A								
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD	FF FF FF

TRANSFER D3



TRANSFER D4





SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)

NUMBER OF BYTES IN 1 LINE : 16 BYTES

NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 21A

LOCAL MEMORY							
D1 ↓							
00	01	00	00	00	00	00	00 00
01	01	00	00	00	00	00	00 00
02	78	00	00	00	00	00	00 00
55	44	00	00	00	00	00	00 00
FF	FF	00	00	00	00	00	00 00
FF	FF	00	00	00	00	00	00 00
FF	FF	00	00	00	00	00	00 00
11	11	00	00	00	00	00	00 00
11	00	00	00	00	00	00	00 00

FIG. 21B

00	01	00	66	00	00	00	00	00 00
01	01	12	77	00	00	00	00	00 00
02	78	45	89	00	00	00	00	00 00
55	44	10	55	00	00	00	00	00 00
FF	FF	10	10	00	00	00	00	00 00
FF	FF	10	10	00	00	00	00	00 00
FF	FF	10	10	00	00	00	00	00 00
11	11	20	20	00	00	00	00	00 00
11	00	20	00	00	00	00	00	00 00

FIG. 21C

00	01	00	66	00	20	00	00	00 00
01	01	12	77	20	20	00	00	00 00
02	78	45	89	20	12	00	00	00 00
55	44	10	55	13	14	00	00	00 00
FF	FF	10	10	15	16	00	00	00 00
FF	FF	10	10	17	18	00	00	00 00
FF	FF	10	10	19	20	00	00	00 00
11	11	20	20	11	11	00	00	00 00
11	00	20	00	11	00	00	00	00 00

FIG. 21D

00	01	00	66	00	20	00	11	00 00
01	01	12	77	20	20	98	B0	00 00
02	78	45	89	20	12	F2	AB	00 00
55	44	10	55	13	14	AB	AB	00 00
FF	FF	10	10	15	16	AB	AB	00 00
FF	FF	10	10	17	18	FF	FE	00 00
FF	FF	10	10	19	20	FC	FD	00 00
11	11	20	20	11	11	FF	FF	00 00
11	00	20	20	11	00	FF	00	00 00



FIG. 22

OPERATION CONDITION

MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER : 15 BYTES

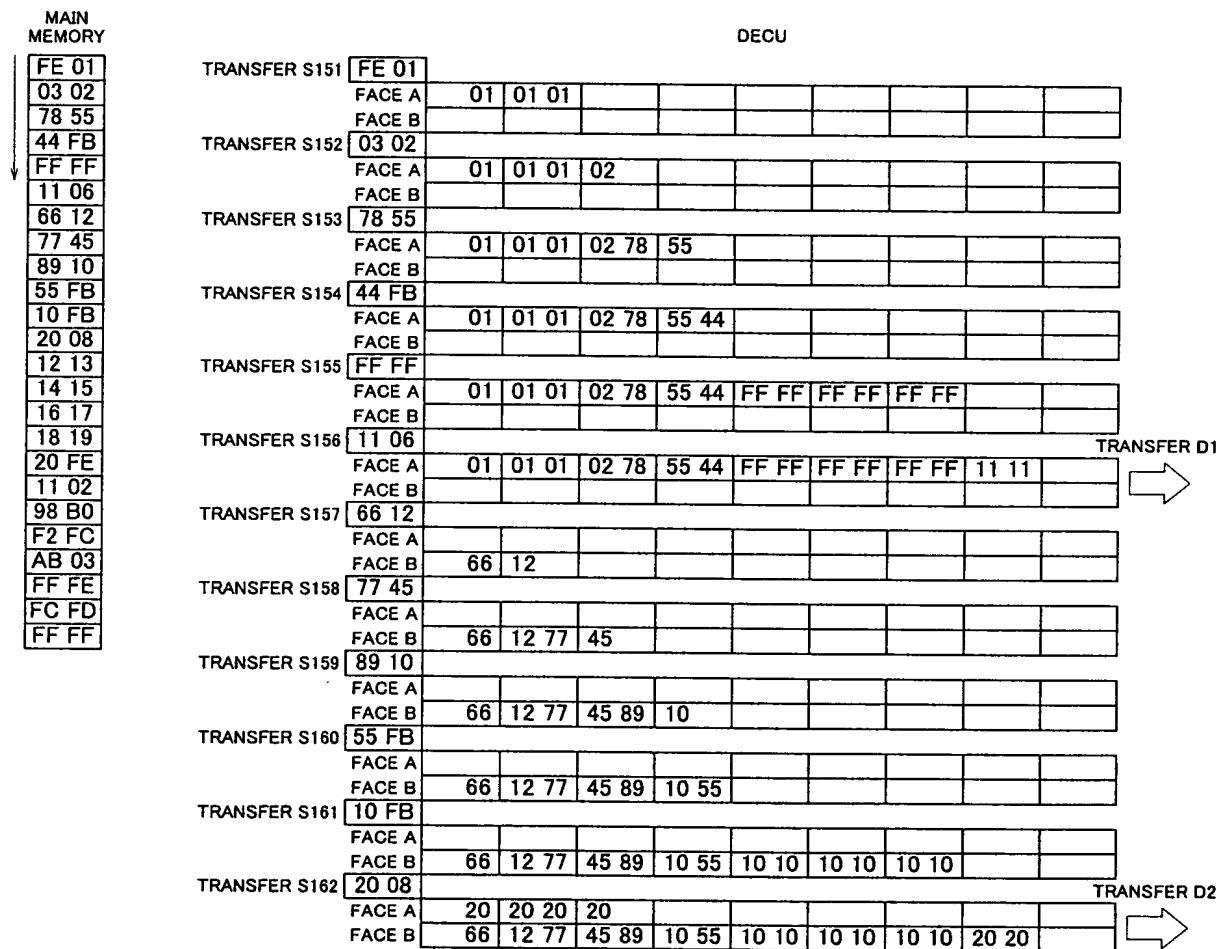




FIG. 23

DECU

:

TRANSFER S163	12 13	FACE A	20	20 20	20 12	13					
		FACE B									
TRANSFER S164	14 15	FACE A	20	20 20	20 12	13 14	15				
		FACE B									
TRANSFER S165	16 17	FACE A	20	20 20	20 12	13 14	15 16	17			
		FACE B									
TRANSFER S166	18 19	FACE A	20	20 20	20 12	13 14	15 16	17 18	19		
		FACE B									
TRANSFER S167	20 FE	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20		
		FACE B									
TRANSFER S168	11 02	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20	11 11	
		FACE B	11								
TRANSFER S169	98 B0	FACE A									
		FACE B	11	98 B0							
TRANSFER S170	F2 FC	FACE A									
		FACE B	11	98 B0	F2						
TRANSFER S171	AB 03	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB				
TRANSFER S172	FF FE	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE			
TRANSFER S173	FC FD	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD		
TRANSFER S174	FF FF	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD	FF FF	

TRANSFER D3



TRANSFER D4





OCT 14 2003

SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 x 4)

NUMBER OF BYTES IN 1 LINE : 15 BYTES

NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 24A

LOCAL MEMORY						
D1 ↓	00	01	00	00	00	00
	00	00	00	00	00	00
	01	01	00	00	00	00
	02	78	00	00	00	00
	55	44	00	00	00	00
	FF	FF	00	00	00	00
	FF	FF	00	00	00	00
	FF	FF	00	00	00	00
	11	11	00	00	00	00

FIG. 24B

D2 ↓							
00	01	00	66	00	00	00	00
01	01	12	77	00	00	00	00
02	78	45	89	00	00	00	00
55	44	10	55	00	00	00	00
FF	FF	10	10	00	00	00	00
FF	FF	10	10	00	00	00	00
FF	FF	10	10	00	00	00	00
11	11	20	20	00	00	00	00

FIG. 24C

D3 ↓							
00	01	00	66	00	20	00	00
01	01	12	77	20	20	00	00
02	78	45	89	20	12	00	00
55	44	10	55	13	14	00	00
FF	FF	10	10	15	16	00	00
FF	FF	10	10	17	18	00	00
FF	FF	10	10	19	20	00	00
11	11	20	20	11	11	00	00

FIG. 24D



FIG. 25

OPERATION CONDITION

MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

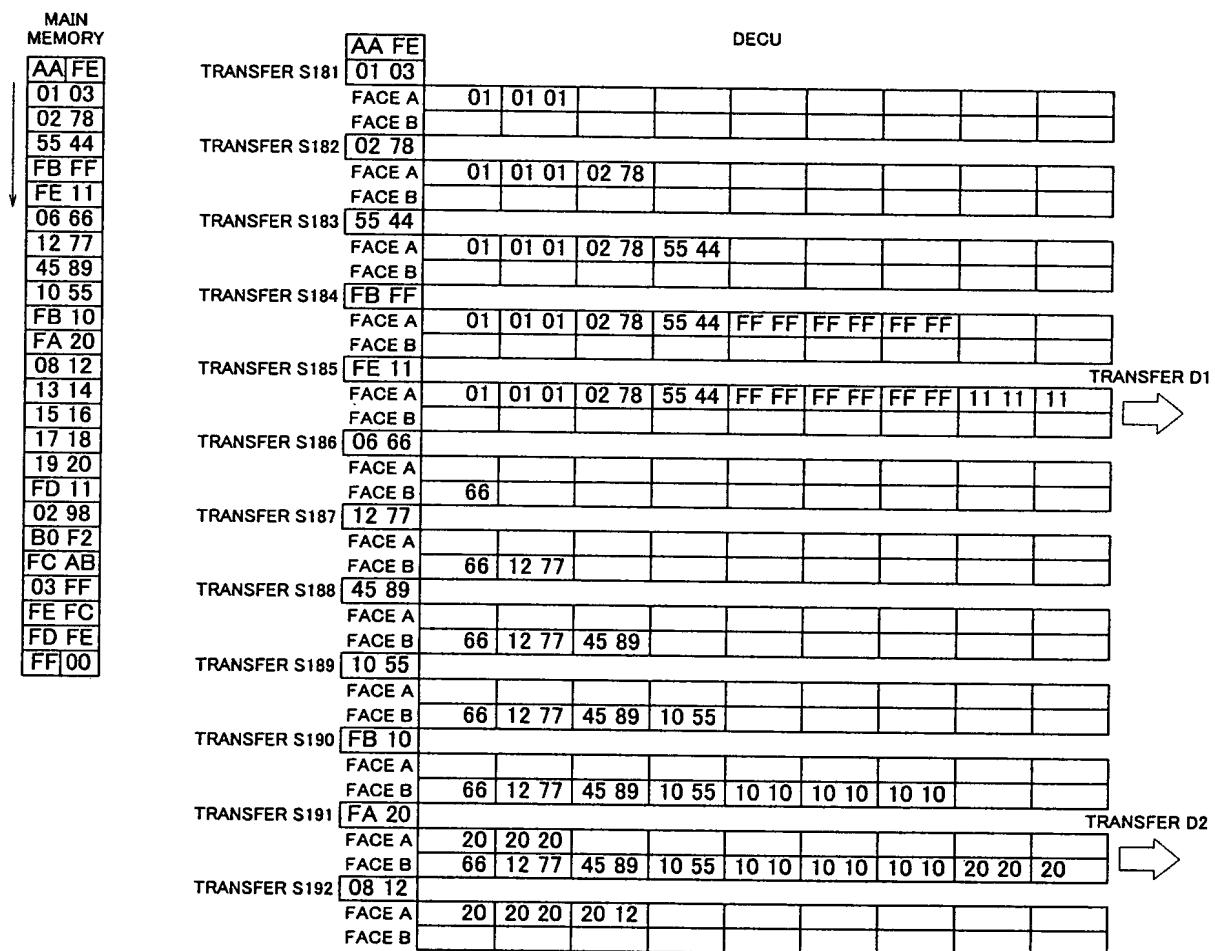




FIG. 26

DECU

⋮

TRANSFER S193	13 14	FACE A	20	20 20	20 12	13 14					
		FACE B									
TRANSFER S194	15 16	FACE A	20	20 20	20 12	13 14	15 16				
		FACE B									
TRANSFER S195	17 18	FACE A	20	20 20	20 12	13 14	15 16	17 18			
		FACE B									
TRANSFER S196	19 20	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20		
		FACE B									
TRANSFER S197	FD 11	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20	11 11	11
		FACE B	11								
TRANSFER S198	02 98	FACE A									
		FACE B	11	98							
TRANSFER S199	B0 F2	FACE A									
		FACE B	11	98 B0	F2						
TRANSFER S200	FC AB	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB				
TRANSFER S201	03 FF	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF			
TRANSFER S202	FE FC	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC		
TRANSFER S203	FD FE	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD		
TRANSFER S204	FF 00	FACE A									
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD	FF FF	FF

TRANSFER D3



TRANSFER D4





FIG. 27

OPERATION CONDITION

MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER : 15 BYTES

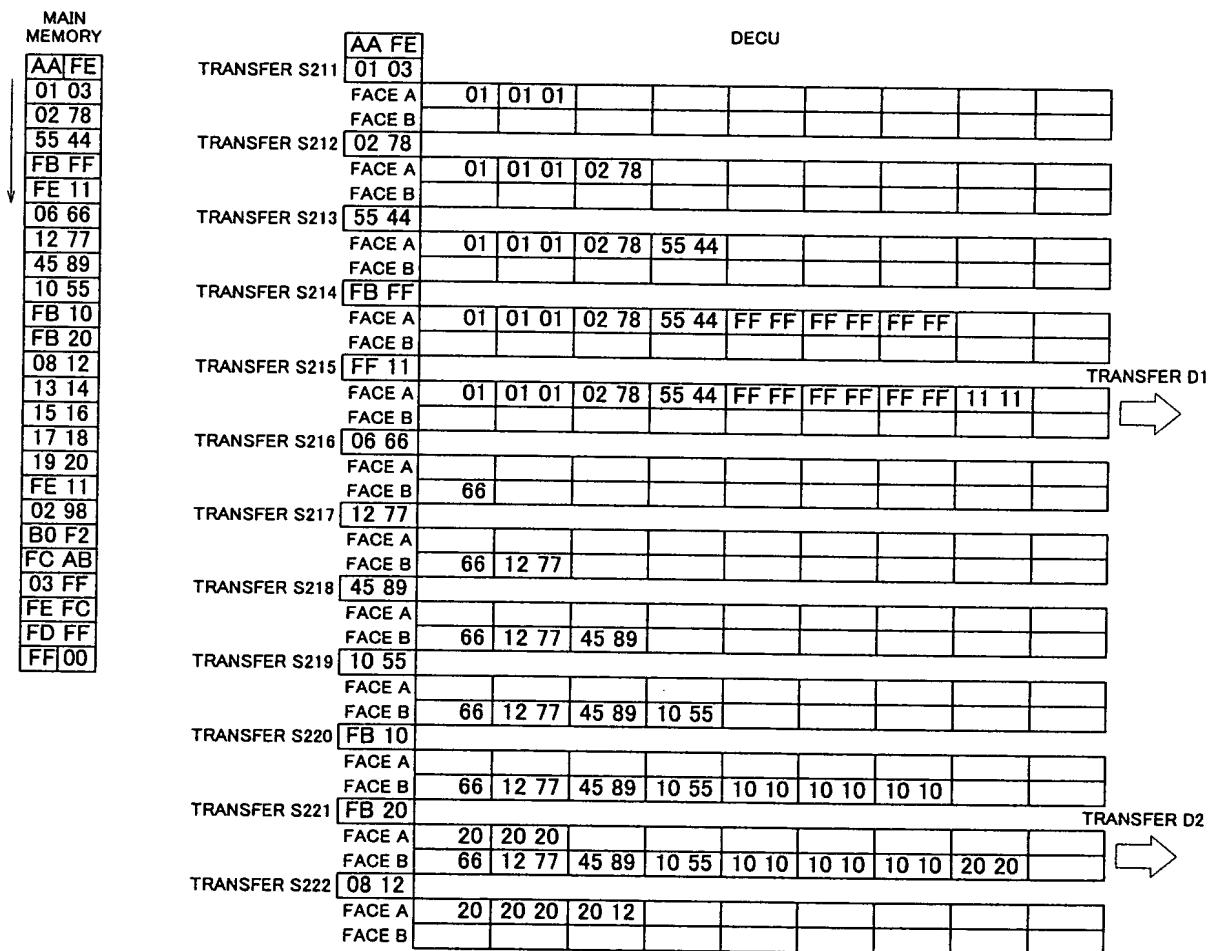




FIG. 28

DECU

⋮

⋮

TRANSFER S223	13 14	FACE A	20	20 20	20 12	13 14						
		FACE B										
TRANSFER S224	15 16	FACE A	20	20 20	20 12	13 14	15 16					
		FACE B										
TRANSFER S225	17 18	FACE A	20	20 20	20 12	13 14	15 16	17 18				
		FACE B										
TRANSFER S226	19 20	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20			
		FACE B										
TRANSFER S227	FE 11	FACE A	20	20 20	20 12	13 14	15 16	17 18	19 20	11 11		
		FACE B	11									
TRANSFER S228	02 98	FACE A										
		FACE B	11	98								
TRANSFER S229	B0 F2	FACE A										
		FACE B	11	98 B0	F2							
TRANSFER S230	FC AB	FACE A										
		FACE B	11	98 B0	F2 AB	AB AB	AB AB					
TRANSFER S231	03 FF	FACE A										
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF				
TRANSFER S232	FE FC	FACE A										
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC			
TRANSFER S233	FD FE	FACE A										
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD			
TRANSFER S234	FF 00	FACE A										
		FACE B	11	98 B0	F2 AB	AB AB	AB AB	FF FE	FC FD	FF FF		

TRANSFER D3



TRANSFER D4



OCT 14 2003

PATENT & TRADEMARK

SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16×4)

NUMBER OF BYTES IN 1 LINE : 16 BYTES

NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 29A

LOCAL MEMORY				
D1 ↓	IMAGE 1			
01 01	00 00	00 00	00 00	00 00
01 02	00 00	00 00	00 00	00 00
78 55	00 00	00 00	00 00	00 00
44 FF	00 00	00 00	00 00	00 00
FF FF	00 00	00 00	00 00	00 00
FF FF	00 00	00 00	00 00	00 00
FF 11	00 00	00 00	00 00	00 00
11 11	00 00	00 00	00 00	00 00

FIG. 29B

D2 ↓	IMAGE 2			
66 12	00 00	00 00	00 00	00 00
77 45	00 00	00 00	00 00	00 00
89 10	00 00	00 00	00 00	00 00
55 10	00 00	00 00	00 00	00 00
10 10	00 00	00 00	00 00	00 00
10 10	00 00	00 00	00 00	00 00
10 20	00 00	00 00	00 00	00 00
20 20	00 00	00 00	00 00	00 00

FIG. 29C

D3 ↓	IMAGE 1			
01 01	20 20	00 00	00 00	00 00
01 02	20 20	00 00	00 00	00 00
78 55	12 13	00 00	00 00	00 00
44 FF	14 15	00 00	00 00	00 00
FF FF	16 17	00 00	00 00	00 00
FF FF	18 19	00 00	00 00	00 00
FF 11	20 11	00 00	00 00	00 00
11 11	11 11	00 00	00 00	00 00

FIG. 29D

D4 ↓	IMAGE 2			
66 12	11 98	00 00	00 00	00 00
77 45	B0 F2	00 00	00 00	00 00
89 10	AB AB	00 00	00 00	00 00
55 10	AB AB	00 00	00 00	00 00
10 10	AB FF	00 00	00 00	00 00
10 10	FE FC	00 00	00 00	00 00
10 20	FD FF	00 00	00 00	00 00
20 20	FF FF	00 00	00 00	00 00



SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)
NUMBER OF BYTES IN 1 LINE : 16 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 30A

LOCAL MEMORY				IMAGE 1	
D1⇒	01 01	01 02	78 55	44	FF
	FF FF	FF FF	FF 11	11	11
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00

FIG. 30B

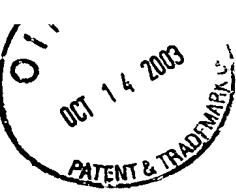
LOCAL MEMORY				IMAGE 2	
D2⇒	66 12	77 45	89 10	55	10
	10 10	10 10	10 20	20	20
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00

FIG. 30C

LOCAL MEMORY				IMAGE 1	
D3⇒	01 01	01 02	78 55	44	FF
	FF FF	FF FF	FF 11	11	11
	20 20	20 20	12 13	14	15
	16 17	18 19	20 11	11	11
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00

FIG. 30D

LOCAL MEMORY				IMAGE 2	
D4⇒	66 12	77 45	89 10	55	10
	10 10	10 10	10 20	20	20
	11 98	B0 F2	AB AB	AB AB	
	AB FF	FE FC	FD FF	FF FF	
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00
	00 00	00 00	00 00	00	00



SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15 × 4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 31A

LOCAL MEMORY				
D1 ↓	IMAGE 1			
01 01	00 00	00 00	00 00	...
01 02	00 00	00 00	00 00	...
78 55	00 00	00 00	00 00	...
44 FF	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	...
FF 11	00 00	00 00	00 00	...
11 00	00 00	00 00	00 00	...

FIG. 31B

D2 ↓	IMAGE 2			
66 12	00 00	00 00	00 00	...
77 45	00 00	00 00	00 00	...
89 10	00 00	00 00	00 00	...
55 10	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	...
10 20	00 00	00 00	00 00	...
20 00	00 00	00 00	00 00	...

FIG. 31C

D3 ↓	IMAGE 1			
01 01	20 20	00 00	00 00	...
01 02	20 20	00 00	00 00	...
78 55	12 13	00 00	00 00	...
44 FF	14 15	00 00	00 00	...
FF FF	16 17	00 00	00 00	...
FF FF	18 19	00 00	00 00	...
FF 11	20 11	00 00	00 00	...
11 00	11 00	00 00	00 00	...

FIG. 31D

D4 ↓	IMAGE 2			
66 12	11 98	00 00	00 00	...
77 45	B0 F2	00 00	00 00	...
89 10	AB AB	00 00	00 00	...
55 10	AB AB	00 00	00 00	...
10 10	AB FF	00 00	00 00	...
10 10	FE FC	00 00	00 00	...
10 20	FD FF	00 00	00 00	...
20 00	FF	00 00	00 00	...



SETTING CONDITION
NO VERTICAL LINE REARRANGEMENT
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15×4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 32A

LOCAL MEMORY					IMAGE 1
D1 →	01 01	01 02	78 55	44 FF	
	FF FF	FF FF	FF 11	11 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	

FIG. 32B

LOCAL MEMORY					IMAGE 2
D2 →	66 12	77 45	89 10	55 10	
	10 10	10 10	10 20	20 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	

FIG. 32C

LOCAL MEMORY					IMAGE 1
D3 →	01 01	01 02	78 55	44 FF	
	FF FF	FF FF	FF 11	11 00	
	20 20	20 20	12 13	14 15	
	16 17	18 19	20 11	11 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	

FIG. 32D

LOCAL MEMORY					IMAGE 2
D4 →	66 12	77 45	89 10	55 10	
	10 10	10 10	10 20	20 00	
	11 98	B0 F2	AB AB	AB AB	
	AB FF	FE FC	FD FF	FF 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	
	00 00	00 00	00 00	00 00	



SETTING CONDITION

VERTICAL LINE REARRANGEMENT PERFORMED

TOTAL NUMBER OF DEVELOPED BYTES : 64 BYTES(16 × 4)

NUMBER OF BYTES IN 1 LINE : 16 BYTES

NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 33A

LOCAL MEMORY					
D1 ↓	IMAGE 1				
00 01	00 00	00 00	00 00	00 00	...
01 01	00 00	00 00	00 00	00 00	...
02 78	00 00	00 00	00 00	00 00	...
55 44	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
11 11	00 00	00 00	00 00	00 00	...
11 00	00 00	00 00	00 00	00 00	...

FIG. 33B

D2 ↓	IMAGE 2				
00 66	00 00	00 00	00 00	00 00	...
12 77	00 00	00 00	00 00	00 00	...
45 89	00 00	00 00	00 00	00 00	...
10 55	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
20 20	00 00	00 00	00 00	00 00	...
20 00	00 00	00 00	00 00	00 00	...

FIG. 33C

D3 ↓	IMAGE 1				
00 01	00 20	00 00	00 00	00 00	...
01 01	20 20	00 00	00 00	00 00	...
02 78	20 12	00 00	00 00	00 00	...
55 44	13 14	00 00	00 00	00 00	...
FF FF	15 16	00 00	00 00	00 00	...
FF FF	17 18	00 00	00 00	00 00	...
FF FF	19 20	00 00	00 00	00 00	...
11 11	11 11	00 00	00 00	00 00	...
11 00	11 00	00 00	00 00	00 00	...

FIG. 33D

D4 ↓	IMAGE 2				
00 66	00 11	00 00	00 00	00 00	...
12 77	98 B0	00 00	00 00	00 00	...
45 89	F2 AB	00 00	00 00	00 00	...
10 55	AB AB	00 00	00 00	00 00	...
10 10	AB AB	00 00	00 00	00 00	...
10 10	FF FE	00 00	00 00	00 00	...
10 10	FC FD	00 00	00 00	00 00	...
20 20	FF FF	00 00	00 00	00 00	...
20 00	FF 00	00 00	00 00	00 00	...



SETTING CONDITION
VERTICAL LINE REARRANGEMENT PERFORMED
TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES(15×4)
NUMBER OF BYTES IN 1 LINE : 15 BYTES
NUMBER OF DEVELOPED LINES : 4 LINES

FIG. 34A

LOCAL MEMORY					
D1 ↓	IMAGE 1				
00 01	00 00	00 00	00 00	00 00	...
01 01	00 00	00 00	00 00	00 00	...
02 78	00 00	00 00	00 00	00 00	...
55 44	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
FF FF	00 00	00 00	00 00	00 00	...
11 11	00 00	00 00	00 00	00 00	...

FIG. 34B

D2 ↓	IMAGE 2				
00 66	00 00	00 00	00 00	00 00	...
12 77	00 00	00 00	00 00	00 00	...
45 89	00 00	00 00	00 00	00 00	...
10 55	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
10 10	00 00	00 00	00 00	00 00	...
20 20	00 00	00 00	00 00	00 00	...

FIG. 34C

D3 ↓	IMAGE 1				
00 01	00 20	00 00	00 00	00 00	...
01 01	20 20	00 00	00 00	00 00	...
02 78	20 12	00 00	00 00	00 00	...
55 44	13 14	00 00	00 00	00 00	...
FF FF	15 16	00 00	00 00	00 00	...
FF FF	17 18	00 00	00 00	00 00	...
FF FF	19 20	00 00	00 00	00 00	...
11 11	11 11	00 00	00 00	00 00	...

FIG. 34D

D4 ↓	IMAGE 2				
00 66	00 11	00 00	00 00	00 00	...
12 77	98 B0	00 00	00 00	00 00	...
45 89	F2 AB	00 00	00 00	00 00	...
10 55	AB AB	00 00	00 00	00 00	...
10 10	AB AB	00 00	00 00	00 00	...
10 10	FF FE	00 00	00 00	00 00	...
10 10	FC FD	00 00	00 00	00 00	...
20 20	FF FF	00 00	00 00	00 00	...



FIG. 35

OPERATION CONDITION

MAIN MEMORY SIDE : STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
LOCAL MEMORY SIDE : STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
NUMBER OF 1 LINE BUFFER : 16 BYTES

DECU

FACE A	01 01															
FACE B																

⋮

FACE A	01 01	01 02	78 55	44 FF	FF FF	FF FF	FF 11	11 11								TRANSFER D1
FACE B																→

⋮

FACE A																TRANSFER D2
FACE B	66 12	77 45	89 10	55 10	10 10	10 10	10 20	20 20								→

⋮

FACE A	20 20	20 20	12 13	14 15	16 17	18 19	20 11	11 11								TRANSFER D3
FACE B																→

⋮

FACE A																TRANSFER D4
FACE B	11 98	B0 F2	AB AB	AB AB	AB FF	FE FC	FD FF	FF FF								→



FIG. 36

